

Nigel Sng

Social Designer

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I am a transdisciplinary designer working across photography, videography, and design. My work uses visual storytelling to engage with overlooked and sensitive subjects, advocating for alternative perspectives through reflective experiences that encourage dialogue.

Work Experience

Plastifty / Workshop Facilitator Assistant

MAY 2025 - PRESENT

Assisting in facilitating Plastifty workshops for various clients, operating plastic injectors while guiding participants to rethink plastic waste through hands-on making

MIMO Motor / Industrial Design Intern

DEC 2024 - MARCH 2025

Conducted user testing for an upcoming cargo bike design to assess ergonomics and user experience. Designed multiple cargo rack variants and configurations to improve usability and safety for both riders and passengers.

Trigger Design / Industrial Designer

JUNE 2021 - OCTOBER 2021 | MAY 2022 - JULY 2022

Collaborated with the core team to create CAD models, product renders, illustrations, and narratives for projects with Samsung, Razer, and Kohler.

Previously worked as a Project Intern in 2021, contributing to aesthetic direction, concept ideation, and research on competitors, brands, and personas for various clients, including Dell (electronics) and Oribel.

Education

UAS, LASALLE College Of The Arts

AUGUST 2024 - AUGUST 2026

BA, Design For Social Futures
Participatory Design
Care-Centered Design
Speculative Design
Visual Storytelling
Ethnographic Research
Behavioural Observation

Temasek Polytechnic

APRIL 2019 - APRIL 2022

Diploma, Product & Industrial Design
Bronze Course Medal with Merit
Crowbar Awards 2022 Bronze Award
NDP 2021 Fun Pack Designer
School Of Design Director's List AY2019/2020

ITE College Central

JANUARY 2017 - APRIL 2019

NITEC, Product Design
Silver Course Medal
School of Design and Media Director's List for all three semesters

Soft Skills

Designing for advocacy in mind • Sense Making from interviews and conversations with communities and individuals • Analysing stories from communities for creative storytelling • Surfacing untold stories from communities and individuals • Translation from conversations to tangible outcomes (Photos/Videos/Toolkits) • Human Behavioural Studies

Shimano Singapore / Digital Technology

OCTOBER 2018 - DECEMBER 2018

Evaluated an existing Industrial Internet of Things (IIoT) system and redesigned an interactive interface to educate managerial and industrial workers on manufacturing processes at Shimano.

Collaborated with the Research & Development team through consultations and presentations to develop an effective and streamlined user interface.

Volunteer Experience

ArtDis / Student Volunteer

AUGUST 2024 - FEBRUARY 2025

Attended a basic sign language class before working with individuals with physical and intellectual disabilities to support wayfinding and coordinate various events and workshops.

Hard Skills

Experience & Interaction Design
Product Design
Low - High Fidelity Prototyping
3D Prototyping & Modeling
Toolkit Design
Photography
Videography
Photo & Video Editing
Social Media Strategy

Software Usage

Adobe Lightroom
Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Adobe After Effects
DaVinci Resolve
Figma
Rhino 3D